

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	3	((simulat\$4 near hardware) or (virtual near hardware)) and ((real near hardware) or (physical near hardware))).clm.	US-PGPUB	OR	OFF	2006/02/09 12:42


Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	178	703/14.ccls. and @pd>"20050301"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/02/06 11:18
L3	19	(simulat\$3 near hardware) same (physical near hardware)	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/02/06 11:51
L4	0	("6832181").URPN.	USPAT	OR	OFF	2006/02/06 11:25
L5	4	("5574854" "6363509" "6490545" "6532573").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/02/06 11:25
L6	5	("6298320").URPN.	USPAT	OR	OFF	2006/02/06 11:34
L7	45	(virtual near hardware) same ((physical near hardware) or (real near hardware))	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/02/06 11:52

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

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((virtual hardware<and>physical hardware)) <and> (pyr >= 1951 <and> pyr <= 2001)

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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- ☐ 1. **A new development framework based on efficient middleware for real-time embedded heterogeneous multicomputers**
Janka, R.;
[Engineering of Computer-Based Systems, 1999. Proceedings. ECBS '99. IEEE Conference and Workshop on](#)
7-12 March 1999 Page(s):261 - 268
Digital Object Identifier 10.1109/ECBS.1999.755890
[AbstractPlus](#) | Full Text: [PDF](#)(2260 KB) IEEE CNF
[Rights and Permissions](#)

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Results 1 - 10 of about 43 for "simulated hardware" "real hardware". (0.12 seconds)

An Engineering Environment for Hardware/Software Co-Simulation

D Becker, RK Singh, SG Tell - DAC, 1992 - portal.acm.org

... component of the NIU sys- tem was written using this co-simulation interface to exchange messages with **simulated hardware**. When the **real hardware** arrived, the ...

Cited by 53 - [Web Search](#) - [ieeexplore.ieee.org](#) - [csa.com](#) - [all 5 versions](#) »

FLASH vs. (Simulated) FLASH: Closing the Simulation Loop

J Gibson, R Kunz, D Ofelt, M Heinrich - ASPLOS, 2000 - portal.acm.org

... ferences between FLASH and the **simulated hardware**. ... type of memory system simulator that we might have used had we never designed and built **real hardware** or had ...

Cited by 57 - [Web Search](#) - [cs.berkeley.edu](#) - [vlsi.cornell.edu](#) - [www-flash.stanford.edu](#) - [all 10 versions](#) »

Hardware/software codesign and rapid prototyping of embedded systems

F Slomka, M Dorfel, R Munzenberger, R Hofmann - IEEE Design & Test of Computers, 2000 - ieeexplore.ieee.org

... some environments, soft- ware development tools can be coupled with hardware simulators, while in others, the soft- ware is executed on the **simulated hardware**. ...

Cited by 40 - [Web Search](#) - [portal.acm.org](#) - [portal.acm.org](#) - [csa.com](#) - [all 5 versions](#) »

Most valuable player: A robot device server for distributed control

BP Gerkey, RT Vaughan, K Støy, A Howard, GS ... - Proceedings of the 2001 IEEE/RSJ International Conference on ..., 2001 - ieeexplore.ieee.org

Page 1 1226 Proceedings of the 2001 IEEE/RSJ International Conference on

Intelligent Robots and Systems Maui, Hawaii, USA, Oct. 29— Nov. ...

Cited by 126 - [Web Search](#) - [cs.umaine.edu](#) - [umcs.maine.edu](#) - [www-robotics.usc.edu](#) - [all 17 versions](#) »

Using the SimOS machine simulator to study complex computer systems

M Rosenblum, E Bugnion, S Devine, SA Herrod - ACM Transactions on Modeling and Computer Simulation, 1997 - portal.acm.org

... simulation models are significantly easier to change than the **real hardware** of a ...

Examples of **simulated hardware** events on which annotations can be set include: ...

Cited by 194 - [Web Search](#) - [cs.wisc.edu](#) - [www-flash.stanford.edu](#) - [csa.com](#) - [all 6 versions](#) »

Efficient memory simulation in SimICS

P Magnusson, B Werner - Annual Simulation Symposium, 1995 - doi.ieeeecs.org

... More specifically, it adds a step be- tween 6 and 6 in table 1. Fortunately, cache line look-up and TLB look-up are often done in parallel on **real hardware**. ...

Cited by 50 - [Web Search](#) - [doi.ieeecomputersociety.org](#) - [ieeexplore.ieee.org](#) - [sics.se](#) - [all 12 versions](#) »

Performance of the VAX-II/780 Translation Buffer: Simulation and Measurement

DW CLARK, JS EMER - ACM Transactions on Computer Systems, 1965 - portal.acm.org

... Simulation is also expensive in computational resources: **simulated hardware** typically runs orders of magnitude slower than **real hardware** and requires large ...

Cited by 79 - [Web Search](#) - [portal.acm.org](#) - [csa.com](#)

A Geographically Distributed Framework for Embedded System Design and Validation

K Hines, G Borriello - PROC DES AUTOM CONF. pp. 140-145. 1998, 1998 - ieeexplore.ieee.org

... 2.3 Adding **real hardware** to a simulation requires a hard- ware/software stub to be attached to the hardware through some means. ... Connecting Pia to **real hardware** ...

Cited by 16 - [Web Search](#) - [portal.acm.org](#) - [sigda.org](#) - [cs.washington.edu](#) - [all 11 versions](#) »

Real-time disk scheduling in a mixed-media file system

P Bosch, SJ Mullender, N WI - IEEE Real Time Technology and Applications Symposium, 2000 - doi.ieeecomputersociety.org

Page 1. Real-Time Disk Scheduling in a Mixed-Media File System Peter Bosch CWI

peterb@cw.nl Sape J. Mullender University of Twente sape@cs.utwente.nl Abstract ...

Cited by 10 - [Web Search](#) - [ieeexplore.ieee.org](#) - [doi.ieeeecs.org](#) - [www-itec.uni-klu.ac.at](#) - [all 8 versions](#) »

Disco: running commodity operating systems on scalable multiprocessors

E Bugnion, S Devine, K Govil, M Rosenblum - ACM Transactions on Computer Systems, 1997 - portal.acm.org

Page 1. Disco: Running Commodity Operating Systems on Scalable Multiprocessors

EDOUARD BUGNION, SCOTT DEVINE, KINSHUK GOVIL, and ...

Cited by 107 - Web Search - library.nocrew.org - denali.cs.washington.edu - cs.umass.edu - all 60 versions »

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Results 1 - 9 of 9 for "simulated hardware" "physical hardware". (0.11 seconds)

Tip: Try removing quotes from your search to get more results.

[PS] Model-Based Diagnosis of Hardware Designs

G Friedrich, M Stumptner, F Wotawa - Artificial Intelligence, 1999 - dbai.tuwien.ac.at

... The simulations produce traces of the values occurring over time on the signal lines in the **simulated hardware** (so-called waveform traces; see Figure 2 for an ...

Cited by 62 - [View as HTML](#) - [Web Search](#) - [science.at](#) - [ingentaconnect.com](#) - [portal.acm.org](#) - [all 12 versions](#) »

[PS] A user-mode port of the Linux kernel

J Dike - Proceedings of the 2000 Linux Showcase and Conference, 2000 - unix.org

... The result is a user space virtual machine using **simulated hardware** constructed from ... runs in a set of Linux processes just as it does on **physical hardware**. ...

Cited by 79 - [Web Search](#) - [linux0.cs.uaf.edu](#) - [linuxshowcase.org](#) - [all 4 versions](#) »

A Geographically Distributed Framework for Embedded System Design and Validation

K Hines, G Borriello - PROC DES AUTOM CONF. pp. 140-145. 1998, 1998 - ieeexplore.ieee.org

... Fourth, it should allow the system functionality to be gradually migrated to **physical hardware** while still allowing the entire system to be modeled with the ...

Cited by 16 - [Web Search](#) - [portal.acm.org](#) - [sigda.org](#) - [cs.washington.edu](#) - [all 11 versions](#) »

An Integrated Simulation Environment for Parallel and Distributed System Prototyping

AD George, R Fogarty, J Markwell, M Miars - Simulation, 1999 - hcs.ufl.edu

... the lead in attempts to combine application software and **simulated hardware**. ... Using **physical hardware** in conjunction with a simulation environment is referred ...

Cited by 9 - [View as HTML](#) - [Web Search](#) - [hcs.ufl.edu](#) - [dolphins.no](#) - [dolphins.com](#)

The Virtual Automation Lab - Web Based Teaching of Automation Engineering Concepts

D Buehler, W Kuechlin, G Gruhler, G Nusser - ECBS, 2000 - doi.ieeecs.org

... provides a cheap and unlimited (software) supply of **simulated hardware** and it ... of Lab set-ups in the classroom without moving any **physical hardware**, if only ...

Cited by 7 - [Web Search](#) - [ieeexplore.ieee.org](#) - [doi.ieeeecomputersociety.org](#) - [all 4 versions](#) »

The design and implementation of an extendible instruction-set simulator

P Zadarnowski - BE thesis, School of Computer Science and Engineering, ..., 2000 - cse.unsw.edu.au

... 8 - Page 13. 3.1 Modules unlike generic objects, Sulima modules represent a concrete, static component of the **simulated hardware**. ...

Cited by 3 - [View as HTML](#) - [Web Search](#) - [jantar.org](#) - [disy.cse.unsw.edu.au](#) - [cse.unsw.edu.au](#) - [all 5 versions](#) »

[PS] The raven kernel: a microkernel for shared memory multiprocessors

DS Ritchie - 1993 - cs.ubc.ca

Page 1. The Raven Kernel: a Microkernel for Shared Memory Multiprocessors 1 Duncan

Stuart Ritchie sritchie@cs.ubc.ca Department of Computer Science ...

Cited by 1 - [View as HTML](#) - [Web Search](#) - [historical.ncstrl.org](#) - [Library Search](#)

A SIMULATION FRAMEWORK FOR ANALYSIS AND OPTIMIZATION OF SHARING PATTERNS ON CC-NUMA SHARED MEMORY ...

J FUNG - 2000 - crhc.uiuc.edu

... The **simulated hardware** level is modeled in enough detail such that the target operating system cannot distinguish it from actual, **physical hardware**. ...

[View as HTML](#) - [Web Search](#) - [crhc.uiuc.edu](#)

[PS] The Cranium network interface architecture: support for message passing on adaptive packet routing ...

NR McKenzie - 1997 - cs.washington.edu

Page 1. The Cranium Network Interface Architecture: Support for Message Passing on Adaptive Packet Routing Networks by Neil R. McKenzie ...

Cited by 3 - [View as HTML](#) - [Web Search](#) - [cs.washington.edu](#)

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Results 1 - 10 of about 14 for "virtual hardware" "physical hardware". (0.36 seconds)

Incremental Reconfiguration for Pipelined Applications

H Schmit, PA Pittsburgh - Proceedings of the IEEE Symposium on FPGAs for Custom ..., 1997 - doi.ieeecs.org

... Furthermore, the amount of "virtual" hardware emulated by a multiple-con- text

FPGA is limited to n times the **physical hardware** in that FPGA. ...

Cited by 60 - [Web Search](#) - [doi.ieeecomputersociety.org](#) - [ieeexplore.ieee.org](#) - [ece.cmu.edu](#) - [all 8 versions](#) »

Stream Computations Organized for Reconfigurable Execution (SCORE)

E Caspi, M Chu, R Huang, J Yeh, J Wawrzynnek, A ... - FPL, 2000 - springerlink.com

... up into fixed-size "pages" and time-multiplexing the virtual pages on available

physical hardware. ... WASMII: a Data Driven Computer on a **Virtual Hardware**. ...

Cited by 38 - [Web Search](#) - [portal.acm.org](#) - [portal.acm.org](#)

Managing Pipeline-Reconfigurable FPGAs

S Cadambi, J Weener, SC Goldstein, H Schmit, DE ... - FPGA, 1998 - portal.acm.org

... allows the expense of generat- ing (or purchasing) **virtual hardware** designs to ... about

the size (in terms of pipeline stages) of the **physical hardware** in order ...

Cited by 50 - [Web Search](#) - [ecpe.ee.iastate.edu](#) - [ece.cmu.edu](#) - [all 6 versions](#) »

Verification and management of a multimillion-gate embedded core design

J Notbauer, T Albrecht, G Niedrist, S Rohringer, A ... - DAC, 1999 - doi.ieeecomputersociety.org

... already on a virtual base with no need to wait for **physical hardware** prototypes. ...

Software-designers used the simulation just as **virtual hardware** to run ...

Cited by 20 - [Web Search](#) - [ieeexplore.ieee.org](#) - [acm.org](#) - [sigda.org](#) - [all 11 versions](#) »

[PS] Circlets: Circuits as applets

G Brebner - IEEE Symposium on FPGAs for Custom Computing Machines, 1998 - dcs.ed.ac.uk

... ups by programming at a level closer to the **physical hardware**, and in ... author now

prefers the term 'virtual circuitry' to '**virtual hardware**' | there is ...

Cited by 10 - [View as HTML](#) - [Web Search](#) - [ieeexplore.ieee.org](#) - [portal.acm.org](#)

Augmenting a Microprocessor with Reconfigurable Hardware

JR Hauser, J Wawrzynnek - 2000 - citeseer.csail.mit.edu

Page 1. Augmenting a Microprocessor with Reconfigurable Hardware by John

Reid Hauser BS (North Carolina State University) 1987 BS ...

Cited by 16 - [View as HTML](#) - [Web Search](#) - [brass.cs.berkeley.edu](#) - [cs.pitt.edu](#) - [ns.lsc.ic.unicamp.br](#) - [all 10 versions](#) »

Pipeline reconfigurable FPGAs

HH Schmit, S Cadambi, M Moe, SC Goldstein, MH Lee, ... - J VLSI SIGNAL PROCESS SYST SIGNAL IMAGE VIDEO
TECHNOL, 2000 - kluweronline.com

... Furthermore, the amount of "virtual" hardware emu- lated by a multiple-context

FPGA is limited to n times the **physical hardware** in that FPGA. ...

Cited by 7 - [Web Search](#) - [springerlink.com](#) - [ingentaconnect.com](#) - [csa.com](#)

[PS] EDPEPPS: An Environment for the Design and Performance Evaluation of Portable Parallel Software

T Delaitre, MJ Zemerly, P Vekariya, GR Justo, J ... - Proceedings of the Workshop on Portable Software Tools for ..., 1997 -

cpc.wmin.ac.uk

... are significant: ED- PEPPS assumes a **virtual hardware** platform based on a

message-passing interface (PVM), whereas HAMLET is based on **physical hardware**. ...

Cited by 9 - [View as HTML](#) - [Web Search](#) - [lifc.univ-fcomte.fr](#) - [cpc.wmin.ac.uk](#) - [lifc.univ-fcomte.fr](#)

A New Development Framework Based On Efficient Middleware for Real-Time Embedded Heterogeneous

RS Janka - ECBS, 1999 - doi.ieeecs.org

... a software module (task, process) to a virtual or **physical hardware** processor ... threads)

into processes, or the default mapping of **virtual hardware** onto physical ...

Cited by 4 - [Web Search](#) - [ieeexplore.ieee.org](#) - [doi.ieeecomputersociety.org](#) - [all 4 versions](#) »

A Multiplexed Memory Port for Run Time Reconfigurable Applications

JW Atwell - 1999 - scholar.lib.vt.edu

... Chapter 4 presents an application framework for the WILDFORCE CCM that insulates the application designer from the details of the **physical hardware** of the CCM. ...

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